

- (c) wherein the operations include a move, multiply, addition, multiply and addition, reciprocal, reciprocal square root, three component dot product, four component dot product, minimum, maximum, set on less than, set on greater or equal than, exponential base two (2), and logarithm base two (2).
40. (New) A data structure stored in memory for programmable processing in a computer graphics pipeline, comprising:
- (a) a plurality of instructions corresponding to a plurality of operations including a move, multiply, addition, multiply and addition, reciprocal, reciprocal square root, three component dot product, four component dot product, minimum, maximum, set on less than, set on greater or equal than, exponential base two (2), and logarithm base two (2);
 - (b) wherein graphics data is programmably processed by the operations by calling the instructions in a program.
41. (New) A method for programmable processing in a computer graphics pipeline, comprising:
- (a) receiving graphics data; and
 - (b) performing programmable operations on the graphics data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;
 - (c) wherein the operations include a swizzle operation, a write mask operation, and a negating operation.
42. (New) A data structure stored in memory for programmable processing in a computer graphics pipeline, comprising:
- (a) a plurality of instructions corresponding to a plurality of operations including a swizzle operation, a write mask operation, and a negating operation;
 - (c) wherein graphics data is programmably processed by the operations by calling the instructions in a program.
43. (New) A method for programmable processing in a computer graphics pipeline, comprising:
- (a) receiving graphics data including texture information; and

- (b) performing programmable operations on the graphics data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;
- (c) wherein the operations include a mathematical operation for altering the texture information of the graphics data

44. (New) A method for programmable processing in a computer graphics pipeline, comprising:

- (a) receiving graphics data including position information; and
- (b) performing programmable operations on the graphics data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;
- (c) wherein the operations include a mathematical operation for altering the position information of the graphics data.

45. (New) A method for programmable processing in a computer graphics pipeline, comprising:

- (a) receiving graphics data including lighting information; and
- (b) performing programmable operations on the graphics data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;
- (c) wherein the operations include a mathematical operation for altering the lighting information of the graphics data.

46. (New) A method for programmable processing in a computer graphics pipeline, comprising:

- (a) receiving graphics data including position coordinates, texture coordinates, lighting values, and skinning weight values; and
- (b) performing programmable operations on the graphics data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set.

47. (New) A method for programmable processing in a computer graphics pipeline, comprising:

- (a) receiving graphics data including texture information and lighting information; and